Murray City Recreation BOY'S 7TH GRADE JR JAZZ BASKETBALL 2012-13

Gym Location: (Murray High School Aux. Gym)

12:30 PM Pistons vs Bulls 1:30 PM Cavs vs Hawks

Saturday, December 15, 2012

12:30 PM Bulls vs Cavs 1:30 PM Hawks vs Pistons

Saturday, January 5, 2013

12:30 PM Cavs vs Pistons 1:30 PM Bulls vs Hawks

Saturday, January 19, 2013

12:30 PM Bulls vs Pistons 1:30 PM Hawks vs Cavs

Saturday, January 26, 2013

12:30 PM Cavs vs Bulls 1:30 PM Pistons vs Hawks

Saturday, February 2, 2013

12:30 PM Pistons vs Cavs 1:30 PM Hawks vs Bulls

Saturday, February 9, 2013

12:30 PM Pistons vs Bulls 1:30 PM Cavs vs Hawks

Saturday, February 16, 2013

12:30 PM Bulls vs Cavs 1:30 PM Hawks vs Pistons

Saturday, February 23, 2013

12:30 PM Pistons vs. Bulls 1:30 PM Cavs vs. Hawks

League Rules:

- 1. Every player must have their jersey to play.
- 2. Substitution breaks every four minutes.
- 3. Every player "must" sit out at least once during the game.
- 4. Each team gets two time outs per half. They do not carry over.
- 5. Overtimes will be three minutes. Each team will get a extra time out.
- 6. Games will consist of two 16 minute halves. Clock will only stop on time outs, and foul shots. (The clock will stop briefly for sub breaks)
- 7. Teams can play any defense they want. If a team is up by 20, they can not press.
- 8. Stalling and isolation plays are prohibited! Result turnover.
- 9. Standings will be kept. There will be a tournament at seasons end.

Murray City Recreation BOY'S 7TH GRADE JR JAZZ BASKETBALL 2012-13

Gym Location: (Murray High School Aux. Gym)

League Rules:

- 1. Every player must have their jersey to play.
- 2. Substitution breaks every four minutes.
- 3. Every player "must" sit out at least once during the game.
- 4. Each team gets two time outs per half. They do not carry over.
- 5. Overtimes will be three minutes. Each team will get a extra time out.
- 6. Games will consist of two 16 minute halves. Clock will only stop on time outs, and foul shots. (The clock will stop briefly for sub breaks)
- 7. Teams can play any defense they want. If a team is up by 20, they can not press.
- 8. Stalling and isolation plays are prohibited! Result turnover.
- 9. Standings will be kept. There will be a tournament at seasons end.